GAME BOY ADVANCE

AGB-BPHE-USA

PITFALL®

THE LOST EXPEDITION™



INSTRUCTION BOOKLET

ACTIVISION®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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EVERYONE®

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CONTENT RATED BY ESRB

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STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the *Pitfall®: The Lost Expedition™* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Pitfall®: The Lost Expedition™ *Game Pak is for Game Boy® Advance and Game Boy® Advance SP systems only.*



Game Boy® Advance Controls



L Button

R Button

+Control Pad

A Button

START

SELECT

B Button

OUR STORY: THE JUNGLE CALLS...

Daring and courageous, Pitfall Harry laughs in the face of danger. Whether he's leaping across the backs of vicious crocodiles or evading the sting of deadly scorpions, Harry never turns his back on a perilous quest. How does he manage to keep his clothes so clean and his hair so neat after hours of adventuring? We're not entirely sure. It's something of a mystery. But armed with the necessary gear to survive rugged terrain and the endearing charm that annoys some women, Harry is ready to take on any challenge!

Our story begins on a plane soaring over the dense Peruvian jungle one very stormy night. Our fearless hero, Harry, is on an expedition led by Dr. Bernard Bittenbinder. Bittenbinder is a curious archaeologist leading an equally curious group of explorers. During the bumpy flight, Harry spies Nicole, a beautiful but serious girl. "What an adventure this is going to be!" Harry thinks to himself

as he makes his way over to Nicole. As Harry unsuccessfully tries to charm Nicole, the plane begins to spin out of control. They prepare for a crash landing, but there aren't enough parachutes for everyone!

Will Harry and the group escape the plane before it crashes? What mysteries await them in the jungles and ruins below?

How will the natives react to Harry's presence? Will Harry answer the call of destiny? And what do you mean Harry has to fight cute little monkeys? That isn't macho, is it?



BASIC MOVES

During Harry's adventure, some areas are set up as side-scrolling, fast-paced action levels. The exploration levels are top-down. The controls will vary slightly depending on whether you're in a side-scrolling action level or a top-down exploration level.

Control	Move (during side-scrolling levels)
+Control Pad ← →	Run
+Control Pad ↑	Look Up/Aim/Climb Vine
+Control Pad ↓	Crouch/Descend Vine/Look Down
A Button	Jump
B Button	Attack
L Button (tap)	Cycle to Next Inventory Item (tap)/ Arm Current Inventory Item (hold)

Control	Move (during side-scrolling levels)
R Button	Heroic Abilities
START	Pause/Menu
+Control Pad ↑/↗/↖	Aim Sling Upward
+Control Pad ↓ *then* ↙/↘	Crouch/Roll

Control	Move (during top-down levels)
+Control Pad	Run
B Button	Attack
START	Pause
L Button (tap)	Cycle to Next Inventory Item (tap)/ Arm Current Inventory Item (hold)
R Button	Heroic Abilities

HEROIC MOVES

Throughout his adventures, Harry can unlock special actions called Heroic Moves. Heroic Moves make things much easier for Harry as he travels deeper into the jungle. Just like basic controls, performing Heroic Moves is slightly different on the side-scrolling levels and the top-down levels.

Control	Move (during side-scrolling levels)	Move (during top-down levels)
R Button + +Control Pad ↙/↘	Heroic Roll	—
While standing still, press R Button + +Control Pad (any direction)	—	Heroic Roll

Control	Move (during side-scrolling levels)	Move (during top-down levels)
R Button, R Button (hold) + +Control Pad (any direction)	Heroic Tornado Spin	Heroic Tornado Spin
+Control Pad ← / → *then* R Button	Heroic Run	—
+Control Pad (any direction) *then* R Button	—	Heroic Run
R Button (hold) + B Button	Heroic Sling	Heroic Sling

MAIN MENU



New Game – Begins a new game. Hence the implication that it is "new."

Load Game – Starts a game you previously saved. See Loading/ Saving on page 13.

Options – Changes specific settings for your playing enjoyment. When you're finished, press the **B** Button to return to the main menu.

Music – Under the covers with a flashlight and you don't want your family knowing you're playing so late? Use the +Control Pad ← and → to raise or lower the background music volume.

Sound – Use the +Control Pad ← and → to raise and lower the sound effects volume.

Special – Once you finish the game, come back here to check out the cool stuff you've unlocked!

Credits – Do us a favor. Check out the credits. Put the game down for a moment and applaud. Many people have worked hard to shrink *Pitfall*® down to palm size.

LOADING/SAVING YOUR GAME

The Load/Save screen has five slots for game saves. Luckily, each slot displays the World Name of the area where the save took place, Slot Number and Level Number.

Load – Returning back to the jungles of South America, huh? This option only appears on the main menu. To load another save during the game, exit out and return to the main menu.

Save – Saving is your friend. Be kind to saving: At the end of every level, you'll have the option to save your progress. There are only five save slots available. If they're all filled up, you may have a problem. You'll have to save over an old saved game or maybe even delete it.



Erase – Pick this option to delete save information in a specific slot. As all manuals need to warn you of impending mistakes, make sure you don't erase any saved information that you want to keep!

Exit – The Load/Save screen is beautiful indeed, but there comes a time when you'll actually want to return to gameplay.

ON-SCREEN DISPLAY



Inventory Item – Displays what special weapons are active (see Basic Moves on page 8). A counter is displayed next to the Inventory Item icon showing the remaining stock. For example, if you're using Harry's deadly Lava Bombs item, the number of Bombs you have left will be displayed next to the icon.

Treasure Counter – A tally of the number of treasures Harry currently has. He'll need a certain amount of treasure to give to the Spirit Trader to receive a new Heroic Move!

OTHER ON-SCREEN METERS



Oxygen Bar – Whenever Harry goes underwater, this meter appears. It will slowly empty until Harry resurfaces. Once his head is above water, the meter will fill back up.



Hypothermeter – When Harry's in an icy situation, there's only a short period of time before he freezes. Take note that this meter empties whenever Harry is caught waiting around.



Fatigue Bar – This bar pops up when you're using Harry's Heroic Moves (such as the Heroic Run). The bar starts to empty when Harry begins the special move. It will fill up when Harry stops to take a breath.



Health Bar – Not to be entirely redundant, but this is Harry's health bar. If the bar runs out, Harry returns to the start of the level.



Explorers – Were you a good samaritan today? If so, the number of explorers you've rescued appears.



Boss Health – Luckily for you, Harry has the instincts of a seasoned adventurer. He knows exactly how much health a boss has when one appears. Thus, a helpful meter appears to show boss health. Why he never uses it for the smaller enemies, we'll never know.

COLLECTING TREASURE

When Harry collects enough treasure, the Spirit Trader appears to barter with our hero. Is he a wise, all-knowing guide or a greedy swindler who's ripping you off? Truthfully, it's impossible to comprehend the inner depths of the Spirit Trader.

If the price is right, a brand new move will be granted to our most worthy hero!





HARRY'S GEAR



Beehive Grenade *(Sling Ammo)* – When Harry tosses a Beehive Grenade, it explodes into a swarm of deadly jungle bees! The bees buzz around the contact point for two seconds before flying away. Enemies either scream frantically like little babies or faint on the spot.



Lava Ball *(Sling Ammo)* – Lava, lava, why is there ALWAYS lava? Well this time around, Harry gets to *toss* lava around! Snow creatures don't stand a chance against this fiery onslaught.



Bomb *(Sling Ammo)* – Do we really need to say more? Explodes, wreaks havoc, etc. Bombs explode after a set time when tossed.

Hang Glider – Harry soars through the air like the extinct Peruvian Neon Speckled Eagle. Smile with glee as you rain fire from above with your slingshot! But be sure to avoid airborne foes!



Hang Glider Controls



Pogo Stick – Time for hours and hours of bouncing fun! Well, not really. But when it comes to traveling across marshlands or ducking pouncing enemies, Harry could do worse than his trusty pogo stick!



Pogo Stick Controls



Harry will idly bounce, facing the selected direction

+Control Pad plus A Button: Harry leaps in the direction he's facing

Ice Picks – Climb ice walls like a skilled professional, umm... ice-climbing guy. Avoid the dangers of snowy regions and look extra cool, since Harry is man enough to travel with no coat!



Ice Pick Controls



Move Harry across Ice Wall

Throw the Ice Pick vertically. Nail those enemies above you and Harry'll catch the Ice Pick on its descent.

Inner Tube – No, this isn't an opportunity to take a break and float down the river. This is your means of traveling through dangerous waters.



Inner Tube Controls

Press +Control Pad: Steer Harry

Release +Control Pad: Harry flows with the current



Dunk quickly to avoid projectiles

Key Gems – By defeating bosses, Harry will receive gems that will unlock the gates.

OH, THE PLACES HARRY WILL GO...

Jungle Around the Crash Site – Keylands

Right from the beginning, Harry has to deal with hungry pits, natives and cute, but deadly, monkeys. Get used to the technique of vine swinging, because there are vines just about everywhere.





Caverns

Underground and lit by faint torchlight, Harry must tread carefully through the narrow passages. The cold river flowing through the caverns isn't exactly a safe haven. Could this be any more scary?



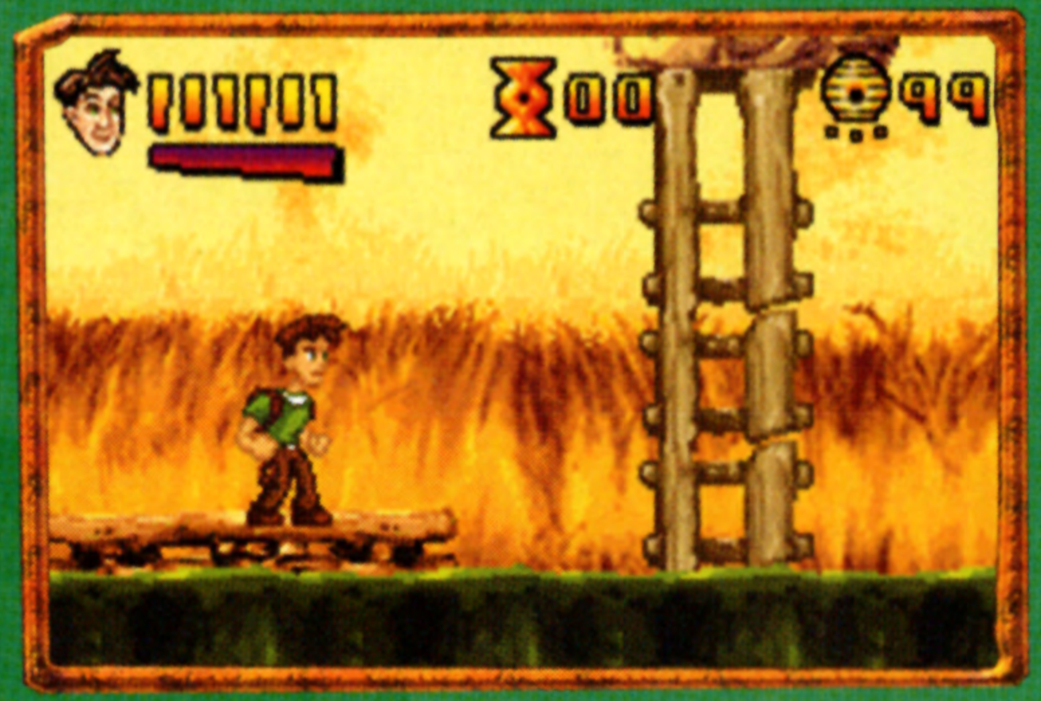
Snow Mountains – Snow

Hope you're properly equipped at this point. Not only for the terrain, but also for the residents of this icy region! Looks like your enemies here are picking more than the average snowball fight!



Marshlands

Wet, steamy, really filthy and often toxic. If you could smell the marsh, you'd probably throw up. The air is so thick you could cut it with a knife. But don't worry, there are plenty of bugs to keep Harry company.



Deep Jungle – Darklands

Just when you thought the jungle couldn't get any worse, the darker area is considered the "bad part of town." Well, you've made it this far, Harry. No point in turning back now.



?????

That's odd. What are these complex structures doing in the middle of the ancient forest? What mysteries do they hold? Whose crazy laughter is heard echoing through the ancient city?





HARRY'S FRIENDS



Dr. Bernard Bittenbinder – Dr. Bernard Bittenbinder is a long-time archeologist with extensive field experience but limited fame. After formal training at Harvard University, Bittenbinder has spent most of his time in the field as the trusted assistant of Kevin McCallister.

Nicole – Beautiful and reserved, Nicole is something of a bookworm. She has limited practical knowledge of the world outside her academic studies. Interest in the natural world has been her driving force, so Nicole can quote chapter and verse on various flora and fauna even though she's never actually seen



them in the flesh. Will she treat Harry like a thorn in her side or will she accept his help? It all depends on Harry's conduct. I'm sure he won't let us down.



Explorers – Strangely enough, when Bittenbinder put his team together, he managed to find a crew who look surprisingly similar to each other! What an odd coincidence! Each explorer holds a spirit torch that will help Harry continue with his quest.



??? – One of the jungle inhabitants will have a major impact on Harry's adventure in the jungle. He'll also annoy Harry now and then, but that's the price you pay for the useful information you'll have to filter out.

HARRY'S FOES

Scorpions – They may seem like pushovers at first, but never underestimate a stinger that's almost as big as you. Don't stay too close for very long, Harry!

Fire Scorpions – The Deadly Demon Fire Scorpions of South America! Ever heard of them? No? They're similar to their cousins, except they fling balls o' flame.

Crocodiles – Harry's an expert at dealing with crocodiles. They even serve a useful purpose, just as long as you don't aggravate them too much. Déjà vu, Harry. Have you done this before?

Piranhas – When they detect Harry, these vicious torpedoes zero in on our hero's location. It takes some skillful synchronized swimming to outmaneuver rows and rows of bladed teeth!

Homing Birds – Aw, look at the cute birds flying in patterns high above. Watch the spectacle and praise the wonders of nature. But then they start attacking...

Monkeys – These creatures are so adorable, you just want to hang them on your rear-view mirror. But Harry has the difficult task of avoiding their constant rock throwing. They may be cute, but that doesn't mean you need to take their abuse. Do what you need to do to get through.

Penguins – According to nature programs, penguins only go into defense mode when their flock is threatened. Not THESE penguins. They have a severe attitude problem. If you walk up to them quickly,

they'll peck you. If you walk slowly, they'll peck you. If you stomp around and cluck like a chicken—they'll still peck you. Don't worry. Sometimes they won't be pecking you. Sometimes they kick snowballs at you.

Natives – Harry can't seem to communicate that he means no harm. Can't say we blame the natives; they think you purposely caused the big explosion from the sky to fall right into their backyard! For the sake of self-defense, you'll have to knock the natives out unless you want to be pelted by pebbles or worse. Be prepared, though. Some natives have trained to survive in different terrain. Not only that, but different groups attack in different ways.

???? – Above all else, Harry, there's one enemy you have to watch out for. He's been watching you and has more in store for a jungle adventurer than you realize...

And More...

That's only a few of the enemies you'll encounter out in the wild, Harry. See, while some people boast that the jungle teems with life—it's something you'll be muttering bitterly as you encounter constant danger.



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